

### **Amendments to the Specification:**

At page 4, line 29 to page 5, line 12, please replace the paragraph with the following amended paragraph:

In a particular embodiment, a game according to embodiments of the invention includes a base game, which could be a video slot machine for instance. The base game may be played by carded and uncarded players alike. The game can include one or more bonuses. Some of the bonuses are available to carded and uncarded players, while other bonuses are available only to carded players. In one particular bonus, available only to carded players, the players take a simulated “journey” along a path beginning at a first location (initial state) and ending at a known destination (non-initial state). An indicator of where the player is on the journey advances along a displayed route, so the player knows where ~~they are~~ he or she is in the journey. A player advances to another point (non-initial state) on the journey when events occur. For instance, in a simple embodiment, the journey may begin after the carded player has played for “x” minutes, or has played “y” number of games, or has played “z” amount of value in the game. The last determination, amount of value played in the game, is known as “coin-in”, and is a measure of how much money the patron has spent on the game, no matter how long it took the patron to do so. Using coin-in is a convenient way to measure patron activity. For example, the journey may include 10 stopping points and the player advances to the next stopping point after the player has the minimum amount of coin-in since the previous stopping point. In a more advanced embodiment, the triggering event that causes a player to advance from one stopping point to another can be a random or pseudo random event.

At page 5, lines 13-24, please replace the paragraph with the following amended paragraph:

To complete a reward journey, a player may have to spend a relatively long time at the game. Using embodiments of the invention, a player may split portions of the reward journey into multiple “sessions” of play. For instance, the player may initially play the game for 45 minutes and may advance to the second of ten stops on the reward journey. In embodiments of the invention, because the player is carded player, the PSGS server 60 may record and “store” the player’s progress. Thus, when the player returns and re-identifies ~~themselves~~ himself or herself by inserting ~~their~~ his or her player identification card into the game, the game returns to

its previously stored state where the player had already advanced to the second (non-initial state) of ten stops in the reward journey. When the player then plays the game enough to advance to the next stopping point, the game automatically advances to the third stopping point, rather than beginning again at the first (initial state). In this way, the entire reward journey can be played over multiple gaming sessions, which encourages players to return to the same casino.